**Zev stood on the battlements that wrapped the edges of the seaside village town.**

**Endless waves crashed along the steep cliffs and narrow beaches.**

**Seagulls could be heard in the distance as if to match his mood.**

**The Palm trees swayed and swooshed in the torrential wind.**

**A big storm was coming.**

**Having just stormed out of the Sanctuary himself, he felt a kinship with the torrential weather front. Fuming at the result of the long quest chain and the last words from the Sage, he left the Castle.**

**Out on the battlements he lept to the fourth rapart and jumped off.**

**The cliffface was an seven hundred foot granite sheer and that didn’t include the battlement itself.**

**Still pissed but not suicidal, he focused.**

**In a practiced move, he cast Shadow Slide with his left hand. At the same time, he cast Shadow Harpoon and launched it at the pier below.**

**He came up here to practice his Talents. He had just reached level 10, in Shadown Lasso. He’d been practicing his distance control because the Village Wise Woman Sage said this would likely help expand my menagerie of spells.**

**When she sold him the first two control rings for seven gold he was skeptical but that afternoon he was able to expand his control to four puppets at a fifteen-foot range.**

**He had to reach the magic number of twelve puppets before he could leave to complete his quest.**

**Besides, no one knew where the Chaos Lord was or even if they indeed existed at all.**

**Now sliding toward the eighth pier pilon, he looked out at the Ocean again.**

**Just around the bend from the marina a small ship was being tossed around in the unexpected weather surge.**

**It looked like the captian didn’t wuite have the control to bring her in.**

**Acting quickly, Zev extended his black etherial slide to the end of the pier and was there in a flash to cast his newly upgraded Shadow Lasso.**

**In a flick, Zev grabbed the ship and secured it the pier. In another quick manuver, Zev cast Shadow Net.**

**“And now comes the hard part”, Zev grunted.**

**Making sure the magical tethers were in place, he cast Shadow Pulley. He hadn’t perfected this technique yet, but with his 35 stength he could make up the difference.**

---------------------------------------sac scrap------------------------------------------------------

The Space Between Time

Zev, Master Puppeteer and Chaos Seed, stood upon the ramparts that bordered the seaside village. The tumultuous waves of the ocean crashed against the cliffs with a thunderous roar, sending salt spray high into the air. The seagulls cried out mournfully, heralding the approach of a tempest that threatened to engulf the land.

With grace and fluidity, Zev manipulated his puppets, sending forth Shadow Ensnare threads to wrap around them like strands of darkness. He had come to the battlements to hone his Talents, seeking to improve his mastery over the mysterious powers that he wielded.

For he was not just a puppeteer - he was a paradox, a being of chaotic energies and magic, misunderstood by all who saw him. His quest was to become a whole person, to gain the title of Prime Vassal under a Chaos Lord, and to unlock the secrets of his own being. Yet, he could only see his own status screen in glimpses, unable to fully comprehend his abilities and the extent of his power.

Zev had recently reached the milestone of Level 10 in Shadow Lasso, and was now practicing his distance control. The Village Wise Woman had sold him the first two control rings for a paltry sum of seven gold, but their worth had been proven when he expanded his control to four puppets, each one dancing at his bidding from a distance of fifteen feet.

Yet, Zev knew that he must reach the magic number of twelve before he could leave this place and embark upon his quest. For the whereabouts of the Chaos Lord were unknown, shrouded in mystery and whispers of legend. But Zev was determined to find them, to prove his worth, and to unlock the full potential of his powers.

The wind howled and the palm trees swayed, but Zev remained steadfast, his eyes fixed upon the distant horizon, as he cast forth his Shadow Ensnare threads and prepared to face the unknown.

Zev was a unique being, unlike any other in the world. He was half NPC, half Human Chaos Seed, a combination that had never before been seen. He was on a quest to unlock his full potential, to understand himself and the world around him, and to achieve a higher level of existence.

Zev was a Puppeteer, a skilled manipulator of shadows, a wielder of dark magic. He had trained himself to control his powers and use them to great effect. He was a master of puppetry, able to control others with his strings of darkness, and a master of shadow magic, able to call upon the power of the night to do his bidding.

He journeyed to the Underground City of Orcs, Umour, to find the Chaos Lord, a sage rumored to have the answers he sought. The Chaos Lord laughed when Zev told him of his strange and unprecedented predicament, but he agreed to help. He told Zev of a quest he must undertake, a journey that would lead him through trials and tribulations, that would test his mettle and his mind, and that would ultimately unlock his full potential.

Zev traveled to the ship that was in trouble. He used his shadow magic to secure the boat and bring it safely to the harbor. People lived. The storm raged on.

Zev continued on his journey, his skills and abilities growing stronger with each trial he faced. He defeated enemies and overcame obstacles, using his cunning and his mastery of shadows to always come out on top. He reached level 28, with 726 health points, 535 mana points, and 298 stamina points.

His attributes were impressive, with high scores in strength, dexterity, intelligence, and stealth. He was a master of puppetry and shadow magic, with many other skills and talents at his disposal. He was resistant to shadow, mental, and spiritual attacks, and was marked as a Master of the Shadow Guild and the Mysterious Stranger.

Finally, after many trials and tribulations, Zev completed his quest. He unlocked his full potential, achieving a higher level of existence and understanding. He could finally wear armor, and he was filled with pride and excitement as he looked forward to the path ahead.

Zev stands tall, his arms crossed over his chest as he studies his character sheet with a proud gleam in his eyes. He's a unique creature, a hybrid of both NPC and Human Chaos Seed, with abilities and skills that set him apart from the rest. His Puppetry skills are unparalleled, a master in the art of manipulating shadows and bringing inanimate objects to life. He's honed his skills in shadow magic, stealth, traps, archery, swordsmanship, and even unarmed combat. He's got marks of distinction, including being a Master of the Shadow Guild and bearing the Mark of the Mysterious Stranger. His resistances to shadow, mental, and spiritual attacks are impressive, making him a formidable force to be reckoned with.

As he takes in all the details of his sheet, Zev can't help but feel a sense of accomplishment. He's come a long way, from the early days of his training to his most recent Quest to unlock his full powers and status. He can still feel the thrill of the journey, from the ship he traveled on to the underground city of orcs, Umor, where he finally met the Chaos Lord. The challenges he faced and overcame have only made him stronger, and he's eager to take on whatever comes next.

Zev is proud of his status, and he's not afraid to show it off. He's a hero in his own right, a master of his abilities, and a force to be reckoned with. He's ready for whatever lies ahead, and he's confident that he has what it takes to succeed. With a small smile playing on his lips, Zev turns and heads off into the unknown, eager to continue his quest and make his mark on the world.

zev examins his status page

Name: Zev Race: NPC/Human Chaos Seed Class: Puppeteer Level: 28

Health Points (HP): 726 Mana Points (MP): 535 Stamina Points (SP): 298

Attributes: • Strength: 32 • Dexterity: 40 • Constitution: 28 • Intelligence: 45 • Wisdom: 25 • Charisma: 28 • Luck: 20

Skills: • Puppetry: Master • Shadow Magic: Level 30, 50% to next level • Stealth: Level 24, 69% to next level • Traps: Level 19, 88% to next level • Trap Disarm: Level 19, 97% to next level • Archery: Level 12, 40% to next level • Imbue Arrow: Level 8, 75% to next level • Focus: Level 5, 98% to next level • Double Shot: Level 5, 38% to next level • Drill Shot: Level 3, 90% to next level • Swordsmanship: Level 4, 55% to next level • Small Blades: Level 6, 67% to next level • Unarmed Combat: Level 3, 22% to next level • Pressure Points: Level 3, 68% to next level • Dual Wield: Level 3, 89% to next level • Light Armor: Level 10, 45% to next level • Grace in Combat: Level 7, 68% to next level • Shadow Ensnare: Level 2, 78% to next level • Shadow Lasso: Level 1, 10% to next level

Talents: • Master Puppeteer • Shadow Meld • Mark of the Shadow • Limitless • Gift of Tongues • Fast Learner • Bounty of Life • Psi Bond

Marks: • Master of the Shadow Guild • Mark of the Mysterious Stranger

Resistances: • Shadow: 60% • Mental: 20% • Spiritual: 25%

Zev admires his skills and abilities listed on his status sheet. He worked hard to get to where he is now and the feeling of accomplishment washes over him. He knows that the journey to unlock his full potential is far from over, but for now, he takes a moment to bask in his success.